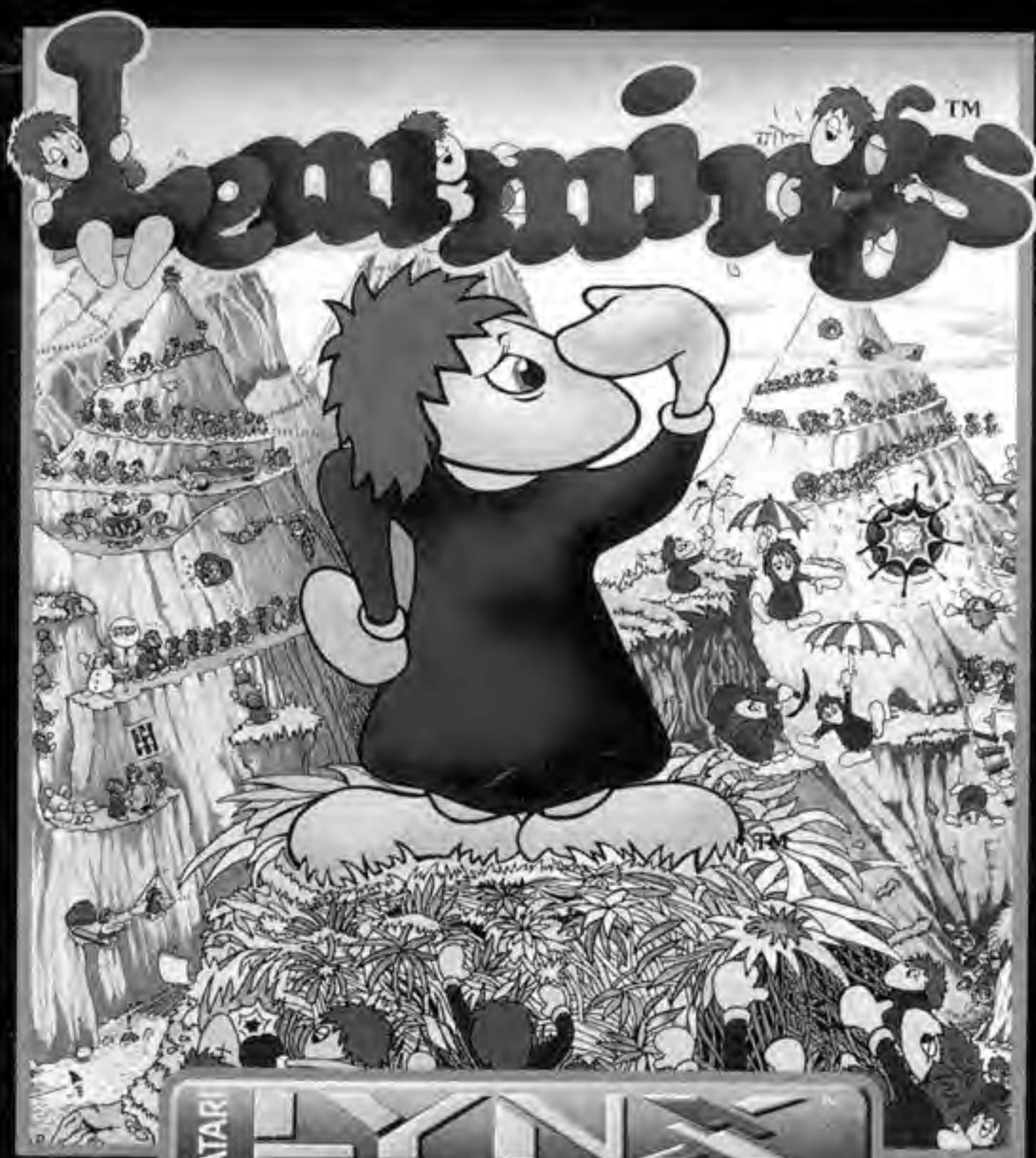


GAME MANUAL



ATARI®

LEMMINGS

Lemmings may be cute, but they're about as smart as a box of toothpicks. Give a toothpick some arms and legs and you can see why these little Lemmings are always getting themselves into trouble. This is where you come in. You see, Lemmings love to wander into places they don't belong—especially underground. The only problem is, Lemmings need sunlight to survive. Without the sun, these cuddly creatures are doomed. So as the sole member of the Save The Lemmings Foundation, you are the only one who can rescue these silly creatures and save them from almost certain extinction.

GETTING STARTED (Screen 1)

1. Insert the Lemmings game cartridge in your Lynx machine.
2. Press ON.
3. You can skip past the intro screens and reach the Option Menu by pressing the A or B Button.

SETTING UP THE GAME (Screen 2)

The game begins at the Option Menu. The Option Menu shows four Lemmings holding signs which represent various game options. Press the Joypad LEFT or RIGHT to point at a sign and press the A or B Button to toggle through the various options under that sign.

Once you have made all of your selections, select "PLAY" and you will be given your assignment for that level. To reach the Main Game Screen and begin play, press the A or B Button.

- To pause the game at any time, press the Pause Button.

PLAY

Select to start the game.

NEW LEVEL (Screen 3)

Select this to enter a password to advance to a higher level (see page 8).

MUSIC

Use this sign to turn the music on or off. You can also turn the music on or off during the game by pressing the Option 2 Button.

FUN

Use this sign to specify the difficulty of the game. There are four difficulty levels: Fun, Tricky, Taxing, and Mayhem. Each level is considerably more difficult than the one before. If you are new to Lemmings, you should start at the Fun level. This level starts very simply and gradually increases in difficulty as you learn to play.

MAIN GAME SCREEN (Screen 4)

SKILL SELECTED

This indicates the currently selected skill and the number of times you can assign that skill (see page 5).

LEMMINGS IN

This displays the number of Lemmings on screen.

TIME

This shows the amount of time left to complete the level.

LEMMINGS OUT

The number on the exit door shows how many Lemmings have made it safely out of that level.

PROGRAMMING YOUR LEMMINGS

When the game starts, a trapdoor will open and the Lemmings will start to fall into the level. Once a Lemming enters a level, it is ready to learn a skill. To assign a Lemming a skill, use the Joypad to position the cursor over a Lemming and press the B Button. You will then be taken to the Skills Screen.

- Calling up the Skills Screen pauses the action, so your Lemmings are safe while you make your skill selection.

While in the Skills Screen, use the Joypad to highlight a specific skill. To select that skill, press the B Button and you will return to the Main Game Screen. Now reposition the cursor on any Lemming, press the A Button and the Lemming will immediately perform that specific skill.

Each skill can be used only a limited number of times for each level. The number of times you can use that skill appears above the icon for the skill. If there isn't a corresponding number above it, you cannot use that skill.

SKILLS SCREEN (Screen 5)

The Skills Screen shows all eight skills, plus two more boxes: the Flow Box and the Nuke 'Em Box.

THE FLOW BOX

The Flow Box enables you to increase or decrease the flow of Lemmings.

THE NUKE 'EM BOX

The Nuke 'Em Box lets you blow up all the Lemmings in the level. This is a good way to get rid of leftover Blockers if you don't have any Bombers left.

NUMBER OF LEMMINGS

Shows the number of Lemmings occupying the level.

LEMMINGS SAVED

Shows the number of Lemmings saved.

TIME

This displays the time remaining in the current level.

SKILLS

The following is a list and description of each skill your Lemmings can perform.

CLIMBERS

Climbers can scale high walls, but they don't have the brains to climb down.

FLOATERS

Floaters have an umbrella to help them survive long falls.

BOMBERS

Bombers can actually blow up obstacles. Unfortunately, this costs you a Lemming.

BLOCKERS

Blockers have perfected the skill of standing in the way so no other Lemming can pass, and they are really stubborn. You may need to use more persuasive means to get them out of the way—like bombing them into oblivion.

BUILDERS

Builders can construct bridges and ramps. But they only know how to build up, and have sometimes been known to build ramps that are so high that other Lemmings cannot survive the fall. When Builders are about to run out of boards, they will make a distinctive sound—click on them again to keep them building. If a builder runs into a wall or ceiling before running out of boards, they will stop building and turn around.

BASHERS

Bashers use their fists to destroy every nonmetallic obstacle in their way.

MINERS

Miners dig diagonal tunnels through dirt and rock. This is a useful skill underground.

DIGGERS

Diggers dig straight down.

INCREASING OR DECREASING THE FLOW OF LEMMINGS

To increase or decrease the flow of Lemmings into a level, select the Flow Box. To increase the rate, press UP on the Joypad. To decrease the rate, press DOWN on the joypad. Hold down the A Button to change the rate more quickly.

- The rate cannot be lowered below the default rate for the level (so if a level starts with the rate at 99, it can't be changed).

You can speed up the Lemmings while playing by pressing the Option 1 Button. This not only makes the Lemmings move faster, it also make the time go faster.

RE-ASSIGNING SKILLS

Most Lemmings are not bright enough to remember their skills. For example, once a Digger runs out of stuff to dig through, he forgets how to dig and must re-learn the skill. (Climbers and Floaters will not forget their skills, however.) You can give a Lemming “climbing” or “floating” skills at any time.

Also, even a Lemming is not dumb enough to try to dig through metal. When you assign a Dig, Bash, or Mine skill, make sure there is dirt somewhere around.

COMPLETING A LEVEL

A level is complete when all of your Lemmings have either met their maker or escaped through the EXIT (assuming you were able to help them to the EXIT, that is). A number above the EXIT shows how many Lemmings have escaped. The game ends when you have successfully completed all levels and saved the Lemmings from extinction.

STATUS SCREEN

When you complete a level, the Status Screen will appear. The Status Screen shows the percentage of Lemmings saved, and the target percentage. If you have met the goal, you can move on to the next level, and you will be given a password that enables you to start at that level in the future. Be sure to write the password down.

ENTERING A PASSWORD

To enter a password for a particular level, move the cursor over each letter in the password and press A to enter that letter. After entering the last letter, the level number appears and then goes to the Option Menu. At this point, if "Play" is selected, you will start at that level. If you make a mistake when entering a password, you can backspace or move forward over the incorrect password by using the < or > characters. Once the code corrections have been made, you can press B to return to the Option Menu.

SCROLLING AROUND

Most levels are too big to see at one time. To scroll the screen LEFT or RIGHT, simply move the cursor against either edge of the screen. To scroll the screen without moving the cursor to the screen edge, hold DOWN A (be sure the cursor is not near any Lemmings) and push the joypad LEFT or RIGHT.

RESET

If the LYNX is reset while playing a level, the time will go to zero. This is quick way to abort a level (other than nuking). To return to the Options Screen, press Reset again while on the Status Screen.



STRATEGY

Work through the Fun difficulty level. There is no better way to learn the skills.

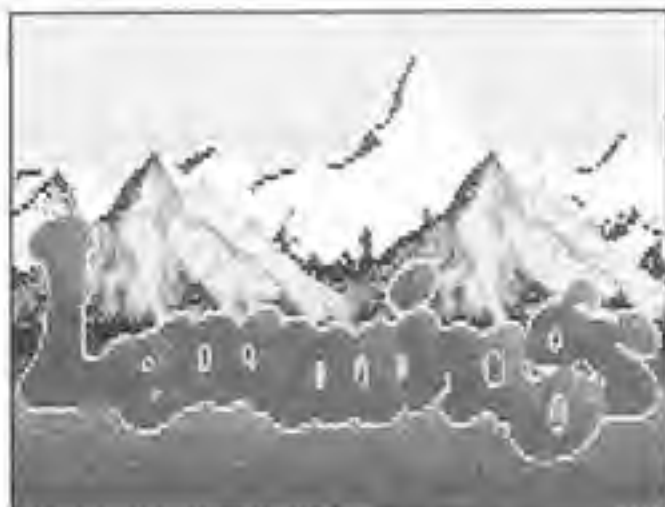
Know when to use each skill. If you use a skill at the wrong time, you might waste a skill you will need later.

If things are moving too fast, press the Pause Button. While the game is paused you can select skills and take a breather.

Above all, remember that Lemmings are pretty brainless. Use your brain to solve the puzzles in each level...and help these poor Lemmings get home safely.

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SCREEN 1



SCREEN 2



SCREEN 3



SCREEN 4



SCREEN 5



SCREEN 6



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